

#### **Unofficial Rules Rewrite**

Version 2022-07-30

#### **Notes on the Unofficial Rules**

This rules update grew out of discussions on boardgamegeek.com where the designer has been extremely helpful answering questions and providing clarifications on the rules. It contains standardizing some terminology, rewording of rules to clear up confusion, and re-structuring of the rules for clarity. Some concepts like Oil Thirst and Conventional/Naval Balance have been given their own rules section. Additional levels of paragraph numbers have also been added for ease of reference.

Additionally, there are some changes that could be considered "house rules" as they are updates not specifically recommended or approved by the designer. The biggest house rule in this document is how Intelligence Assessment is handled, but this is presented as an optional rule after the Intel Assessment rules-as-printed. Another major house rule is tracking which Superpower is the occupying force in authoritarian countries.

House rules and other updates such as these are shown in orange. Updates to the rules noted by the designer in errata or the boardgamegeek forums are shown in purple. As in the printed rules, examples are in red and designer notes are blue.

This document also includes text from version 2.5 of Kevin Rohrer's Index and Glossary found on Boardgamegeek.

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## 1. About the Game

#### 1.1. Historical Introduction

At the close of 1945 the world rejoiced with the end of World War Two and the destruction of the German and Japanese war machines. The US & Soviet occupying forces, at first so eager to meet, now eyed one another suspiciously across the border.

On both sides secret war plans were studied, and within a year Sir Winston Churchill delivered his famous speech: "From Stettin in the Baltic to Trieste in the Adriatic an iron curtain has descended across the continent."

The lines had been drawn and any pretence of postwar cooperation vanished to be replaced by mutual distrust. The Soviets rushed, through both research and espionage, to develop their own nuclear weapon. Meanwhile uprisings were crushed in the Baltic states and in the Ukraine amidst a terrible famine. This is where the game begins, and you take command.

2 Minutes to Midnight is a historical game about the Cold War from the end of World War Two to the early 90's when historically the Soviet Union dissolved.

Your task as the USA player is to paint the world in red, white, and blue, ensuring Europe remains free, and spreading democracy into every corner of the world, but especially the bits with lots of oil and significant economies.

As the Soviets you must win the Cold War outright or hold on long enough and try to eke out a win by clinging to power. The fall of the USSR was not inevitable. Maybe it was likely that it would eventually fall, but without Gorbachev, the great progressive, a harsher regime could have held on to power for longer and perhaps even evolved into China-style communism with strong trading ties to the international community.

Alternatively, a harsher regime might have held on grimly in relative poverty for another decade while brutalising the people and threatening annihilation... Let us see if you can do better than history!

#### 1.2. Game Overview

The game is for one or two players with the full 'campaign' game taking 6-7 hours. There are 1, 2 and 4-hour scenarios covering every period of the

Cold War.

One player will play the USA and one player the USSR. Note: US and USA are used interchangeably throughout the game. Likewise, USSR and Soviets are used interchangeably. You can also play solo either with the included solo 'bot' which can automate either side, or by the old-fashioned way of playing both sides at the same time and taking the best move you see.

The objective of the game is to influence and otherwise convert the countries of the world to your government type and align them with your Superpower. Achieving this will earn you victory progress equal to the factory symbols or "economic worth" in those countries. The number of factories gained or lost is adjusted on your victory progress track. There are also other ways to earn victory progress through events, technology, and strategic advantage. When the marker on the track gets to the star or hammer and sickle symbol, you gain a star or hammer and sickle, which is how you win the game. See section 10 for full details on how to win.

There is no strategic nuclear exchange modelled in the game. It would be quite unlikely that anyone involved in such a thing would consider themselves a 'winner', so I made an early design decision that would not happen.

The game is played on a map of the world. This map highlights certain key countries and sub regions and their geographical relationship to one another. A country is classed as adjacent to another country if it has a line connecting it. A blue line shows a water connection which is only relevant for aggression.

The game is played with a communal deck of cards which change each turn. The cards belong to neither player; there are no 'hands'. Each Player has money cards within the deck which are used to perform actions of the player's choice.

The game has up to 9 turns. A game turn, which represents 5 years, consists of:

- Assembling the deck of cards for that turn.
- Turning over the cards from the deck one at a time and resolving the actions printed on them (it doesn't matter which player turns them over).
- When all the cards have been played, follow the end of turn sequence.

The card play will allow:

 Attempts to influence countries by placing your or removing your opponent's influence (cubes). • Fomenting and resolving coups, crises and even small wars and campaigns.

Each player must also use their resources to manage the technical development of their homeland. Not allowing your opponent to outstrip you technologically and maintaining an effective military are important aspects to winning the Cold War.

## 1.3. Components

#### 1.3.1. Component List

- Gameboard with Map 34"x22" (1)
- Technical board 18" x 22" (1)
- Soviet additional player board (1)

This can be used to place over the printed mat so you don't have to play upside-down.

• Cubes (40 blue, 40 red)



These represent influence - the will of the ruling class, judiciary, or the people at large

• Plastic Discs in Red, Yellow and Blue (45)



These are markers for tracks and displays, and you can see the track at the same time.

Wooden discs in Red, Blue, and Grey (40)



These represent government types. If there is one on a country then it has that government instead of its printed government.

- Victory Meeples (5 hammer and sickles, and 5 stars) and occupation (20) & unrest (40) meeples
- Marker sheets (3)
- Rulebook (1)
- Scenario Setup Sheets (7)
- Quick reference sheets (4)
- SOLO quick reference sheet (1)
- Cards (179) including 20 solo mode cards
- Dice (8 total: 4 red, 4 blue)
- Plastic Bags
- Plastic box insert
- Box and Lid

#### 1.3.2. The Gameboard

#### 1.3.2.1. The Map

Each country has:

- An economic worth shown by factory symbols.
   Some factory symbols 'count as' 2 factories each (and are marked 2).
- A Government type shown by background colour: Red=Communism Blue=Democracy Grey=Authoritarian
- Possibly an Oil worth, shown by oil barrels, and the turn that oil becomes available, shown by a turn number. This is very important to the USA player who will need to be able to import oil from turn 5. The amount the USA player needs is shown on the turn track. The oil worth of a country is used for some events.

A country's Oil worth represents around 1 billion barrels of oil production per year (3 million barrels per day), sometimes averaged across several countries and across average production over the timescale of the game. One billion barrels of oil also cost around 25 billion USD in 1946 so one money card would buy about one unit of oil.



Iran has 1 worth and 1 oil and an authoritarian government (grey).

 Several countries have trade markers (with green money on them) or destruction markers (with gray ruins) associated with them which may start a scenario covering (and hiding) economic worth. While covered, worth does not exist.

Note: the # on each trade/destruction marker indicates which space on the country the marker covers. #1 goes on the first space from the left, #2 on the second, and #3 on the third. The #'s have no other meaning.



Country economic value has been derived from GDP in US Dollars in 1980, with values of  $2=^{\sim}150$ bn; 4=300bn+; and 6=700bn+. Counties worth less still earn 1 worth for strategic importance.

Some countries have stars or hammer and sickle icons. See geographical objectives [9.4.3].

#### 1.3.2.2. Player Mats

The top left (USA) and top right (USSR) of the map show the player mat areas. This is where each player tracks several important variables.

The USA has a national debt track. The level of US debt shown on the track indicates the ease with which the US can borrow money. The US starts the game with major debt due to World War Two.

The level of US debt is changed positively by the influence of effective Presidents and negatively by borrowing more money.

The USA has a president area which shows the capabilities of the current president.

There is a victory track and a force pool for placing available military units.

The USSR has two tracks: leadership, and freedom and reforms. Collectively this shows who leads the USSR and the currently level of freedom.

There are several other areas showing oil production and price, the current five-year plan, a victory track, trade holding area and force pool.

Note that the game comes with an extra Soviet Mat on card which can be placed over the printed Soviet mat to be used if the Soviet player sits opposite the USA player, as is probably a typical game setup for many people.

#### 1.3.3. The Markers

- Unrest, Occupation (Occupation also counts as unrest which is why they have the same fist symbol) [2.5]
- Civil War [5.2]
- **Trade & Reparation**
- Destruction
- **Events**
- Military units
- Geographical Objective reminders [9.4.3]











- Money Owed [2.3.3]
- Spies [4]





Investment [3.2]





Western Trade [6.2.2]







- Tech Theft [7.2]



- Nuclear Weapons [8]
- Intel Analysis [9.4]



Spies, Money Owed, and Military units except for armies are finite - once removed from the game they are gone and do not re-enter play.

If you need to place a finite marker but cannot because there are no more remaining, you may remove a marker from the map and place it.

## 1.3.4. The Technology Research chart and **Strategic Outlook chart**

The technology research chart is a large display intended to be put to the side of the map in a position where both players can see it, oriented toward both players and lining up with the main map. The chart shows the technical capabilities of both player superpowers.

The strategic outlook chart tracks display the players' relative capabilities in terms of nuclear, military, naval and intelligence.

This display also has a turn track which shows the current turn and years represented, the amount of money each side has in the deck, when Soviet leadership may change and the amount of oil the USA player will require (see turn 5 card US Oil Thirst)

## 1.4. Game Setup

Each player chooses a Superpower to play. In a solo game, the player assigns the bot side.

The map and the technology board are deployed together so that the edges match up. The Soviet player can use the additional personal display for convenience.



You choose which scenario to play: The description shows the initial values of the players' board spaces, the technology board, as well as the markers for each of the countries on the map. The scenarios group them by continent to make deployment easier.

The scenario will state a starting turn and a specified turn duration. If no duration is indicated, the game ends on turn 9 or if there is a sudden death victory [10.5].

The Event deck for the opening turn is prepared, following the scenario instructions. Each player takes the dice and markers of his colour, keeping them close

A stock of unrest, occupied, civil war, and other markers to be used in the game is formed and kept available to the players.

We recommend having the cards for subsequent turns ready, separated according to their turn number of entry into the game, to speed up the creation of the new deck next turn.

A random player picks up the first card and...the game begins!

## 2. Core Concepts

## 2.1. Key terms and phrases

- 0/1 Worth Country: Countries that <u>currently</u>
  have zero or one factory showing are 0/1 Worth
  Countries. Factories covered by any marker do
  not count for this determination. The USA and
  USSR homelands are <u>not</u> 0/1 worth countries,
  even though they have no factories.
- Advantaged: Looking at any of the three-Strategic Outlook Balance tracks, if the marker is on one side of the track, that Superpower is Advantaged. This gives the Superpower subtle benefits for some Actions and Events, and disadvantages for the other Superpower (e.g. MAD rolls).
- Allied Country: A country is allied to a Superpower if it shares that Superpower's government type and is aligned with that Superpower. Allied countries provide their Worth as victory progress to the Superpower they are allied with. Note: this term does not appear in the printed rules, but it's inclusion here does not change any rules and simplifies some rule requirements.
- Aggression: [3.7] A War of any size in a country

- that is started/resolved by spending a Money card and taking the aggression action. Must be granted by the Conventional Balance Track or card event, and must be adjacent to your Homeland or an allied country. Can be a Minor Aggression (an unoccupied 0- or 1-Worth country) or Major Aggression (other countries). Aggressions may be cancelled by a MAD roll, rolling 1D6 without a Nuke, or 2x1D6 with a Nuke in the country
- Aligned Country: A country with one Influence cube in it. Only one cube of a particular colour may be in a country. If one colour cube is in a country and one of the opposite colour is introduced there, both are removed. Note that a requirement for a country to be "aligned" to a Superpower can also be met by the country being "fully aligned". If a country has influence cubes it is said to be "aligned to that Superpower." Alignment is a requirement for a country to be Allied.
- Army: Army markers are built and placed in the Strategic Weapons' Box, and later placed in a country at Civil War using using the Deploy Army action provided there is no enemy Army there, and the countries is aligned to your Superpower.
- Assured Destruction: [8.2.1] An effect of Nuclear Weapons. Used where a MAD roll is made to cancel an Aggression. Only allowed if you have a Nuke in the target country. Events may be an exception.
- Civil War: [5.2] Popular uprising in a country that occurs when a Civil War marker is placed. Civil war marker represent civilian/Rebel activities meant to overthrow the present Government. Therefore, the more civil war markers in a country, the stronger the rebel forces (there can be a max of 3 Civil War markers in a country). When resolved may result in Influence being placed and the country going Authoritarian. Unrest and Influence may not be placed in a country at Civil War.
- Coup: [5.1] Uprising by a country's citizens that
  may result in the government changing hands. An
  Occupied marker in that country blocks the
  change. Coups occur in Authoritarian countries
  with 2-Unrest, while others need 3-Unrest or
  more depending on the country.
- Cycle Deck: When cards are discarded after play instead of going out of the game (i.e. Remove),

- the discarded cards go to the Cycle (i.e. Discard) deck and reappear next turn.
- Destruction Markers: Green or gray markers that show ruined cities. These conceal Factories and prevent them from being counted as Victory Progress points. They can be removed with an Investment Action. [3.2.1.2]
- Disadvantaged: Looking at any of the 3-Strategic Outlook Balance tracks, if the marker is on your opponent's side of the track, you are Disadvantaged. This gives your opponent subtle benefits for some Actions and Events, and disadvantages for you (e.g. MAD rolls).
- Die Rolls: Many cards, actions, and other rules require rolling one or two six-side dice (d6). 1D6 indicates roll one die, 2D6 indicates rolling two dice. When two dice are rolled, the result of the highest die is usually used (the exception is the USA Remove Trade Item spy action). Here are some useful percent chances to keep in mind.

Success	1D6	2D6(highest)
1+	100%	100%
2+	83%	97%
3+	67%	89%
4+	50%	75%
5+	33%	56%
6+	17%	31%

- DRM: Die-Roll Modifiers. These are numbers added to die rolls that increase the chance of Success. Most, but not all, game die-rolls have a maximum DRM of +3 to each die-roll.
- Economic Worth: The economic worth of a country is equal to the visible factories in that country on the map. Factories covered by trade or destruction markers do not add to a country's economic worth.
- Embargo: Embargo markers are gained by the
  USSR when they engage in an Aggression or by
  Event. Embargo markers prevent the USSR from
  buying Trade markers that can appear by die-roll
  at the end of each turn. One Embargo marker is
  removed at the end of each turn. This is the only
  way to remove them.
- Exhaustion: Exhaustion occurs when a Spy is used. Flip it over to show its exhausted status. It may not move or be used again that turn except by Event. Spies become unexhausted at the end of each turn.
- Factory: Each country has one or more factory

- symbols on the map. When a country is allied to a Superpower, that Superpower gets a Victory Progress point for each Factory, with some Factories being worth 2-points. See also Economic Worth
- First Strike: An effect of Nuclear Weapons when a friendly Nuke is placed within two-spaces of the enemy Homeland. An Unrest marker is placed in that Homeland at the end of each turn the weapon is there.
- Five Year Plan: USSR Track showing which 5-Year Plan Tech will be sought after by the Soviet leadership during the next turn. Successfully researching that Tech and advancing the Tech marker to a new box during the current turn gives the USSR 1-advancement on the Victory Progress chart as a bonus to whatever else the Soviet player gets for moving a space on the named Tech.
- Fully Aligned: Two or three Influence/Alignment cubes in a country. Three cubes is the absolute limit. Gives a +1DRM to Influence rolls in adjacent countries. Also allows a change-of-government in an Occupied country.
- Geographic Objective: Countries bordering a
   Homeland have a government symbol (star or
   hammer & sickle) printed on them. These
   symbols mean if the country becomes allied to
   the opposing Superpower, the new owning
   player gets a +1 Intelligence Assessment (e.g.
   Cuba is adjacent to the USA. If Cuba become
   Communist and has a Soviet Alignment marker
   on it, the Soviet player gets a +1 Intelligence
   Assessment).
- Homeland: Refers to either the country space of the US Superpower, marked United States on the map and referred to as the USA in the rules, or the country space of the USSR Superpower, marked USSR on the map and referred to as the USSR in the rules. Note: the USSR appears in two different boxes on the map which are considered to be identical and a part of the same homeland space.
- Homeland Crisis: [2.5.2] Three Unrest markers in a Homeland causes a Homeland Crisis for that Superpower (place the Homeland Crisis marker in that country), which prevents the US from performing any actions other than Investment and prevents the USSR from performing any actions other than Investment and Place Spy.

- How to Win: [10.5] Win the game by having at least three more Victory markers than your opponent at the end of Turn-4 or later. Or, at the end of Turn-9, the player with the most Victory markers wins.
- Influence: [2.4.1] Influence is tracked by blue or red cubes that denote country alignment for each Superpower. They are placed by taking the Influence Action or by Event. A maximum of three Alignment cubes may reside in a country. Only one Superpower's Influence may be in a country at any time. See Influence Shifts below.
- Influence shifts: When a card or rule directs a states "shift influence towards...", "place one influence", or "add one influence" then follow these steps:
  - 1. Remove one influence cube of the other Superpower, if present.
  - 2. If there are no influence cubes of the other Superpower, then add one cube of the Superpower that influence is shifting towards.
  - 3. If there are already three cubes of that Superpower in the country, then do nothing. NOTE: If directed to "remove one influence" then remove one influence cube if any are present, otherwise, do nothing.
- Intelligence Assessment: [9.4] Tracked at the bottom of the Technology Research chart, it grants the Superpower farther ahead on the track one re-roll marker per difference between both side's track markers. Each Assessment marker allows any one die re-roll, except during end-of-turn procedures, but only once per original roll.
  - If using the Alternate Intelligence Assessment rules [9.4.2], re-rolls are granted based on the Superpower with advantage in intel assessment.
- Interceptor Roll: [7.1.5] Whenever the Soviets
   advance the Land/Air Technology marker and if
   there is >1 USA Bomber in the Strategic
   Weapons Box, make a 1D6 die roll. A 5 or 6 is a
   Success and removes 1-Bomber, which can
   affect the Nuclear Balance Track.
- Investment: [3.2] An action that allows
   Investment markers to be placed in countries.
   These markers give positive DRM to
   Influence/Alignment attempts and Civil Wars,
   may be used to remove Unrest, and removes
   enemy Investment just as friendly Influence
   removes enemy Influence. Only one

- Superpower's investment markers can be in a country at any time.
- Leadership Track: [6.2.3] Track on the USSR
   Player Board that shows which Soviet leader-type is in-power.
- MAD Roll: [8.2.1] Die roll made during an Aggression to stop it from occurring if the target country is Occupied or has the opposite Government from that of the Aggressor
- Matching Government: A country with the same government as a Superpower is said to have a matching government.
- Money: [2.3] Red or blue cards showing a Money symbol in the Draw deck that allows the owner to take an action.
- Money Owed: [2.3.3] Short-term loans taken to pay for Events costing \$1 or more that are represented by Money Owed markers. They are paid-back by future Money cards when drawn, which prevents that player from taking an Action until the loan is paid-off
- Neutral Country: A country without any influence cubes of either Superpower
- Nuclear Weapons: [8] Initially deployed to the Strategic Weapons box, Nukes can then be deployed to an allied country with the Deploy Nuclear Weapons action. Deploying them to countries can cancel future Aggressions (Assured Destruction). Opposing Superpower Nukes add Unrest to your homeland if one is within twocountries of your homeland.
- Occupation: Yellow hand markers used to denote foreign military and political forces that inhabit a country. Occupation markers in democratic countries indicate occupation by US forces or their allies. Occupation markers in communist countries indicate occupation by USSR forces or their allies. Occupy markers block countries from losing their government or sliding into a Civil War during a Coup. Occupied markers also require a Aggression against a 0- or 1-Worth country to be a Major Aggression. Can be placed by Soviet Occupy Country action and Event. Occupation markers count as 1 Unrest. These rules contain house rules that track which Superpower or their allies are occupying authoritarian countries.
- **Oil Worth:** [6.1.2] Barrel symbols in some countries. If there is a number next to the oil barrels, it represents the game turn that oil

- becomes available. Beginning Turn-5, some USA Events require their Control of countries that have Oil, or the USA is negatively affected.
- President: [6.1.1] Part of the USA Chart on the map, 2x1D6 are rolled, with the results recorded on the Chart. These impart one-time special abilities for the USA player. Use them or lose them as replacement abilities are rolled-for at the end of each turn.
- Reparation Markers: Green Trade (Money)
  markers with the War Reparation abbreviation
  (REP) at the top and an Unrest symbol on the
  bottom right. These are removed by Event,
  giving the USSR one reparations-money per
  marker and adding an Unrest marker to the
  country for each removed.
- Set to one Unrest: to set a country to one unrest, remove all unrest markers currently in a country, but not occupation markers. Then, if the country is unoccupied, add one unrest marker.
- Soviet Freedom and Reforms Track: [6.2.4] Shows Reforms that will be rolled for at the end of each turn. The Soviet player does not want this track to advance as it makes winning the game more difficult.
- **Soviet Leadership:** [6.2.3] Track that shows who is running the USSR (Stalin, Stalinist, Old Guard, Reformer, or Progressive). Who is in-charge is rolled for at the end of even numbered turns.
- Spies: [4] Secret agents placed in a country with the Place Spy action. Spies can be used to steal USA Tech Theft markers (USSR), hide Tech from Soviet Spies (USA), remove enemy Spies, suppress (USSR) and place Unrest, remove Trade Items (USA), and allow Influence re-rolls. All these Actions exhaust Spies until the next turn.
- Strategic Outlook Tracks: Tracks used to record abilities gained as a result of researching technology or events. These tracks allow Aggressions and give Intelligence Assessment rerolls of almost any die-roll, even your opponent's, but not end-of-turn rolls
- Strategic Weapons and Nuclear Balance: [9.1] Bombers, ICBM, SLBM, MIRV, Mobile Missiles, Stealth Fighters, and Bunkers. The Nuclear Balance is a comparison of one side's Strategic Weapons to the other, which is tracked on the Nuclear Balance track.

- **Superpower:** refers to the USA and the USSR, each of which is controlled by one of the players.
- Tech Theft: [7.2] Stealing of US technologies by the USSR. Free Action die-roll performed by Soviet Spies in or adjacent to where a Tech Theft marker has been placed by the Soviet Player or Event. The USSR can benefit from Tech Thefts only if they can duplicate an Advance already made by the USA. Prevented by the USA Spy's free Secure Tech Action. The USSR also gets a free Tech Theft die roll at the end of each turn.
- Technology Development: [7.1] Tracked on the Technology Development track. Players spend a Money card and take the Research Technology action to place a Successful Research cube on the Chart, which allows a player to advance along the tracks. Track advancement gives temporary or permanent abilities.
- Trade Markers: Green counters with money symbols that hide economic worth (factories) so that the Factories do not exist. These are different from green or gray Destruction markers but have the same effect.
- Unrest: [2.5] Citizen discontent displayed by red and yellow hand markers. Two in an Authoritarian country causes a Coup, while three or more markers in other countries causes a Coup.
- **US, USA, USSR, Soviet:** In these rules, these four terms are used as follows:
  - US and Soviet are used to describe the two Superpower players. For example, "the US rolls the dice", or "the Soviets roll the dice".
  - USA and USSR are used to refer to Homeland countries on the map
- USA National Debt Track: [2.3.2.1] Used to denote the US Superpower level of debt. Moving its marker one space to the right each turn decreases the debt. Moving the marker to the left increases debt, possibly adds Unrest, but may provide Money cards that are immediately added to the Draw Deck.
- Victory Progress Tracks: [10.1] Tracks on each player's map mat. Reaching the end of a Track gives that player a Victory Point, and the Track is reset to zero. If a Progress Point is removed when the marker is on 0, move the marker to the 5spot and lose 1-victory markers (star or hammer & sickle).

- Waterways: [9.3.1] The Strategic waterways of Panama (Costa Rica), Suez (Egypt), and the Dardanelles (Turkey). Each one is indicated by an aircraft carrier symbol on the country. If the USSR gains Control of any of these Waterways, it gets +1 Naval Balance for each allied country.
- Western Trade Markers: [6.2.2] Rolled for each turn and then placed on its spot on the Soviet Western Trade box. A Trade marker (Oil, Farm, and Tech) may then be purchased for one Oil card or the Military Exports card only, not regular Money cards.
- Worth: See Economic Worth

#### 2.2. The Card Deck

The game contains approx. 120 event cards. Each turn a bespoke card deck of a varying number of cards is prepared. The turn consists of turning over those cards one at a time and following the instructions written on each.

The top right number on a card shows the turn that it enters the game - the card shown to the left enters in turn one.

A 'D' means the card enters play after Stalin's death. An 'R' means the card enters play after Soviet reforms. An 'A' means the card is always in the deck.

Many cards require a die roll, generally listed as X+. When X+ is indicated, it is necessary to roll the indicated number (X) or higher. Many cards have a selection of possible results showing a die range find the number you rolled and apply the result indicated.

Cards with the term REMOVE are removed from the game once the card is resolved.

Cards with the term CYCLE are places in the discard pile (also called the Cycle deck) once the card is resolved.

Some cards have OTHERWISE statements, which means 'resolve this if nothing else applies'.

A few cards will have multiple statements. Some cards will have caveats included in them.

Many cards will require the roll of a d6 and the application of modifiers to determine which part of the card applies.

If a card requires both Superpowers to make a choice or take some action, the Soviet player ALWAYS acts first.

If a card cannot be fully resolved because of game state, resolve the portion of the card than can be

and ignore the remainder.

A note on game play: it is not necessary <u>or intended</u> to read through the cards, it is only necessary to read the top portion of the card to see if a die roll is required and if it is, make the roll and implement the relevant part of the card.

Reading everything drastically slows the game down. Keep it moving!

After the card's actions have been completed, the card is either removed from the game or placed in the discard pile to be included in next turn's deck. This deck is referred to as the "Cycle" deck.

When all the cards have been played the end of turn sequence is completed before starting the next game turn. At the end of each turn, cards for next turn are added to the discard pile which will contain all cards which cycled during the current turn and any oil for the Soviet player. These cards are shuffled and form the deck for the next turn.

### 2.3. Money

Money is represented by money cards in the card deck and is the main way that a player can act.

#### 2.3.1. Generating Money

The amount of money for each turn has been calculated based on the superpower's historical military, space, and intelligence budget. The amount received per turn is shown on the turn track for each player.

Each \$ marker is about 25 Billion US dollars per year in 1990's international dollars (Geary–Khamis dollars) which attempts to account for relative purchasing power of different countries. (A dollar in the USSR went much further than a dollar in the USA for example). Some portion of each money marker is consumed by maintenance, salaries, repairs and so forth so the actual usable amount is about half that or maybe 15 billion GK-USD per year (note that a money marker represents a multi-year investment).

In addition, the following will also generate money for players:

#### 2.3.2. Extra Money Cards

There are 'extra' money cards marked to show their source: **debt, reparation, export, and oil**. Many are single use and once spent they are removed from the deck. Unlike all other removed cards, they are not removed from the game and can be reused as needed by game effects.

#### 2.3.2.1. US National Debt

At the end of each turn the track moves one space right. The USA player may at any point when the current deck is not empty move the track one or more spaces left and put one US debt money into the deck for each space moved.

The US has a very modern capability to generate money out of thin air, so-called National debt, where the government borrows money from itself and other wealthy lenders. In the game, the US debt position gets one box better every turn (debt decreases) and the USA player can choose to become indebted with wild abandon as and when needed by moving the track left and adding money into the deck to spend this turn. US debt was used historically in the Korean war, throughout Vietnam, and from 82 in the Reagan years

Several boxes on the debt track have a further effect detailed below when moved into, but only if the marker is moving left into a box.

**4+: -1\$** Roll a die: on 4+ gain no \$ from entering this box, do not add this money to the deck (in effect, you get nothing).

**5+: -1\$** Roll a die: on 5+ gain no \$ from entering this box, do not add this money to the deck (in effect, you get nothing).

Unrest: Place one unrest in the USA

**Unrest X+:** Roll a die and on a roll of the specified number or higher place one unrest in the USA.

The hammer and sickle is a victory symbol, see [10], which is awarded to the Soviet player whenever the US debt position is in or to the left of the hammer and sickle symbol.

The star is a US victory symbol which is awarded to the USA player whenever the US debt marker is in the marked box.

**Example**: The USA player is in need of extra actions to counter a Soviet move. The USA player moves the track left two boxes and adds two money into the current turn deck, which is then shuffled.

#### 2.3.2.2. Soviet Reparations

There are five reparation markers. Depending on the scenario, three reparation markers may start the game in East Germany, one in Hungary, and one in Austria. Through various card events, these reparation markers may be removed and converted into Soviet Reparations money cards or investments.

#### 2.3.2.3. Soviet Military Exports

There is one Soviet Military Exports card which is always in the deck and counts as one of the standard

Soviet money cards for each turn shown on the turn track. On turn one, for example, the soviet player has five money in the deck, one military exports card and four other money cards.

The military exports card is special because it allows the Soviet player to buy a western trade item if available [6.2.2], or use a regular money card, but not both.

#### 2.3.2.4. Soviet Oil Production and Sales

Soviet Oil is gained by the Soviet player depending on the position of the Soviet oil production track. It has no connection to oil marked in countries on the map (which is only used for USA Oil Thirst), instead Soviet Oil Sales represents Soviet oil produced in the Soviet Union.

During the End of Turn phase, the position of the marker on the Oil Productions track is checked:

If the marker is in the 0 (start) space, then no Soviet Oil Production cards are added to the next turn's deck

If the marker is in the 5+ space, the Soviet player rolls one die and adds one Soviet Oil Production card to the deck on a roll of a 5 or 6.

If the marker is on the 1 or 2 space, the Soviet player adds one or two Soviet Oil Production cards to the deck, respectively.

When a Soviet Oil Production card is drawn, it will be worth either \$1, \$2, or \$3 depending on the current Oil Price shown on the Soviet Player Board. The Soviet player checks the oil price and if it is \$2 or \$3, adds one or two Oil Money cards to the deck, respectively. Then the Soviet player spends the one money shown on the Soviet Oil Production card which was just drawn.

The US will be a net importer of oil throughout the period of the game. This is already built into the military budget received but will also appear on events. The USSR however begins the game exporting a small amount of oil but can develop into its historical 3-4 million barrels of oil per day (or a little more) export level by around 1975.

#### 2.3.3. Money Owed

During the turn other events not directly associated with money cards may also require players to spend money (the event will say something like "the Soviet player may spend \$1 to do..."). Whenever this happens take a *money owed* marker and complete the event. There are a finite amount of money owed markers for each Superpower. If there are no more

to take then that Superpower cannot spend additional money until a money card is drawn and a money owed marker returned to the pile.

You must pay the money that you owe the <u>next</u> time your money comes out of the deck. Owed money markers must be retained from one turn to the next. If there's no money left in the deck this turn, you will pay your dues next turn.

# 2.4. Influence, Alignment, and Governments

The alignment and government of the countries on the map are key to determining the winner of the game. Countries with both your government colour and your influence cubes are considered allied to your Superpower and will earn you victory points if the country is not in civil war.

#### 2.4.1. Influence and Alignment

The alignment of each country is determined by the Influence in a country represented by influence cubes. These cubes represent the will of the ruling class, judiciary, and the people at large. There will never be influence cubes of different colours in the same country. Influence cube colours do NOT have to match the colour of the government. I.e., a country can have a communist government with democratic influence.

Countries are either neutral, aligned, or fully aligned. A fully aligned country makes it easier to place friendly influence in all adjacent countries in a 'domino effect'.

This alignment status is changed by placing influence cubes in the country.

- A country with no influence cubes is '<u>neutral'</u>
- A country is 'aligned' to a Superpower when it has one influence cube of the Superpower's colour.
- A country is '<u>fully aligned</u>' when it has two or three influence cubes present. A country can have a maximum of three influence cubes, although the third gives no further benefit other than a safety net if the opponent removes one of your influence.

Opposing influence is always removed before adding new influence in a country. Adding or removing influence will always cause influence to shift towards one Superpower or the other. A country will therefore only ever contain a cube belonging to one Superpower.

**Note:** If a rule states that a country must be "aligned" then a "fully aligned" country also meets that requirement.

#### 2.4.2. Government Types

Government types are indicated either by the colour of the country on the map, or by coloured wooden discs which override the colour on the map. The governments and their colours are:

- Blue for democratic
- Red for communist
- Gray for authoritarian

#### 2.5. Unrest

#### 2.5.1. Non-Homeland Countries and Unrest

Unrest drives coups and civil wars and is represented by unrest markers. Occupation markers also represent one unrest. The unrest and occupation markers both show a fist (in different colours) to indicate they each represent one unrest in the country.

Most democratic or communist countries will immediately suffer a coup when there is **three or more** unrest in that country. Authoritarian countries will suffer a coup when there are **two or more** unrest in that country.

Several countries are marked on the map with an unrest value. If present, this is the number required for the country to suffer a coup instead of the value listed above.

Place all unrest markers resulting from an action or card effect, then resolve any coups that result. That is, place all unrest first, which may result in unrest higher than the minimum needed to trigger a coup, and then resolve any coups that occur as a result.

Once a coup has been triggered, no more unrest can be placed there until the coup has been resolved.

A country marked with one or more civil war markers cannot have any more unrest placed into it since they are already fighting.

Authoritarian countries are most vulnerable to a coup. They generally have a strongman or family in power. Countries aligned to the superpowers are harder to topple as their governments have more structure and stability.

#### 2.5.2. Homeland Crisis

If there are ever three or more unrest in the USA or USSR then a homeland crisis is in effect.

 When the USA is in crisis, the USA player may conduct only investment actions when their money card is drawn. All other actions are prohibited.

- When the USSR is in crisis, the Soviet player may conduct only investment or place spy actions when their money card is drawn. All other actions are prohibited.
- If a Superpower drops below three unrest through the placement of investment or the USSR using spies, then the homeland crisis immediately ends and any remaining actions for the current money card are not limited.

This represents restructuring, strikes, wage increases and so on

There is **no limit** to the number of unrest markers than can be placed in each homeland.

If a player has one or more *money owed* markers, this debt must be paid first before dealing with homeland crisis. Also, being in a state of homeland crisis does not prevent a player from taking additional *money owed* markers if made possible by cards.

#### 2.6. Occupation

An occupation marker represents one of the Superpower, or their allies, have an occupying army in that country. Occupation also counts as one unrest in the country.

If the country is democratic, the occupying Superpower is the US. If the country is communist, the occupying Superpower is the USSR. If the country is authoritarian, then the occupation marker should have a blue or red transparent disc on it to show which Superpower is occupying. When setting up the game, if a scenario has an occupation marker in an authoritarian country, place a coloured disc on the occupation marker that matches the Superpower with influence in that country.

Unlike unoccupied countries, occupied countries cannot slide into civil war when resolving a coup. However, there are card events which can cause an occupied country going into civil war. When this happens the occupied marker is replaced with an army of the Superpower that was occupying the country.

House Rule Note: The rules-as-printed are unclear on which Superpower is occupying a neutral authoritarian county. This can result in situations where the occupation force is changing for Soviet to USA. The house rules above are for those that prefer to be clear on exactly which Superpower, or their

allies, is doing the occupying.

## 3. Money Card Actions

Each money card allows the owning player to select from the following options, selecting **one** to resolve. Where an option specifies multiple actions, you can do them in any order you choose.

House Rule Note: These are presented as 11 "actions" in the rules-as-printed.

- Do any two of the following, including the same action twice:
  - Influence, Investment, Place Spy
  - In the rules as printed, these are presented as a list of each of combination of two actions above. The presentation here does not change possible actions, it only simplifies the way the choices are presented. However, it does allow for a player to perform one of these actions and then after completion of that action decide what to do next. In other words, a player can perform the influence action, wait to see the result of that action, and then decide to either perform another influence or instead do an investment of place a spy.
- Conduct 3 Investment actions, all in 0 or 1 worth countries. Placing two or three investments in the same country is allowed. Superpower Homelands are not 0 / 1 worth countries
- Research Technology
- Build a Military Unit
- Place Army in a Civil War. If US, USA gains one unrest. Roll 1d6 and on 3+ add one cube in land/air tech.
- Deploy Nuclear Weapons
   In the rules as printed, this is included as an option in the investment action. However, deploying nukes has no other connection with the investment action so it is presented here as a separate action.
- Resolve an Aggression (see Conventional Balance track to determine if aggression is possible)
- Remove an Occupied marker in a country your Superpower is occupying. If USSR, add one cube to freedom and reforms track.
- USSR only: Occupy a Soviet-aligned communist country

#### 3.1. Influence

The purpose of this action is to shift the countries

alignment towards your Superpower. If the country is already aligned to your Superpower, you may be able to replace the current government to match your Superpower.

Influence cannot be placed into a country in civil war. Select a target country and roll one die:

Add +1 per own investment in the country Add +1 if placing into your own colour government OR if any adjacent country is <u>fully aligned</u>.

Success: 6+ (an unmodified roll of 1 or 2 always fails)

#### On Success:

- 1. Remove one friendly Investment in country, if present, then perform either step 2a OR step 2b.
- 2a. Shift alignment one step towards your Superpower.
- 2b. Replace the country's government with your type, place one unrest, and remove any occupation marker, if present.

If the country is <u>unoccupied</u>, performing this step requires the country to be at least <u>aligned</u> with your Superpower

If the country is <u>occupied</u>, performing this step requires the country to be at least <u>fully aligned</u> with your Superpower. Remove the occupation marker. This represents the occupation force being kicked out when the country becomes allied to the opposing Superpower.

Influence represents the will of the people, indicated if they are pro-US or pro-USSR.

The will of the people can be altered via this action but changing government type is more difficult if there is an occupation army present.

A failure has no effect, and no investment is removed. However, you may exhaust one spy in the country and re-roll the die. Note that a die can only be rerolled once no matter the mechanism used to allow the re-roll.

This represents the spies using 'softer' methods like intelligence gathering, blackmail, government influence peddling and so on to get their way.

**Example:** The Soviet player makes an influence roll in Turkey. The die roll needed is a 6 to succeed. If the Ukraine had two red cubes, this would grant +1 to the roll because it is adjacent to Turkey. The Soviet player would also gain +1 for each red investment in Turkey. To change the Turkish government from democracy (blue) to communist (red) would require that Turkey is already marked with one red cube because turkey is not occupied.

#### 3.2. Investment

The purpose of this action is to place your own investment markers into a target country. This investment can cancel enemy investment, help with influence and civil war rolls, and remove unrest and trade markers.

 Place one investment in any target country. If there is any enemy investment in the country, remove one for one (i.e. remove one enemy investment along with one friendly investment just placed). There can never be investment from both Superpowers in the same country.

This is the main economic activity of the game. In one action it represents the ability to improve a countries GDP, calm the people and make influencing the populace more likely. Also note that this represents a huge smorgasbord of potential activities, not just pure money, but also influence of the police and judiciary, ruling classes, military, etc.

One action allows you to place three investment in total into 0 or 1 worth countries. Placing two or three investments in the same country is allowed.

Homelands do not count as a worth 0 or 1 country.

Smaller economies require less stimulus for an effect.

**Example:** The USA places three investment all into worth 0 or 1 countries. After doing this, the actions specified in 3.2 can be taken. In this case, the USA player declines since having more investment makes influence placement easier to achieve.

#### 3.2.1. Investment Mini-actions

The following two additional mini-actions are free and can be taken in any country in which investment has just been placed, whether through taking the investment action or when investment is placed via other cards or game effects.

These actions are **not** compulsory.

#### 3.2.1.1. Remove Unrest

Remove one investment marker in the country where investment was just placed to remove one unrest in that country.

If the country is Democratic with USA investment, this mini-action can be used to remove as much unrest as there are USA investments in the country.

For all other situations, only one investment per turn can be used to remove unrest. This includes the Soviet homeland since it is a communist country. (See Homeland Crisis [2.5.2] for some implications of this.)

#### 3.2.1.2. Improve Trade / Rebuild Infrastructure

All available investment being placed during a turn (due to spending \$1 or due to a card event) must be placed before rolling to improve trade or rebuild infrastructure. In other words, only one roll is allowed per turn.

Roll to remove <u>one</u> trade or destruction marker: Roll 2d6, keeping the highest die, with success on any roll of 6+, applying the following modifiers:

+1 per own investment in the country

Any modifier printed on the trade marker you are attempting to remove note that destruction markers have no modifier and are treated as a 0 (zero).

<u>Any success</u> removes <u>the leftmost</u> trade (or destruction) marker from the target (making the country more valuable) <u>remove **all** investment markers.</u>

A failure has no effect, and no investment is removed.

**Example:** During a US money card, three investments are placed into 0 or 1 worth countries. The USA player removes two of them to remove two unrest markers in the same country, and makes a trade roll in the country where the last one was placed.

## 3.3. Place Spy

Place one spy in any country on the map. The spy is placed active and may perform a spy mission this turn.

If there are no spies in the force pool, one may be removed from the map and then placed anywhere.

## 3.4. Technology Research

Place one cube on the technology research chart or use it to move the bunker marker to your force pool. [7.1]

#### 3.4.1. Computer Technologies

The Supercomputers and Silicon Transistors technologies grant extra cubes when completing a research action. These extra cubes are only gained when using the research action, either from a money card or gaining a free research action from cards. Gaining research cubes through other means does <u>not</u> trigger Supercomputers or Silicon Transistors. When you gain the Supercomputer and Silicon Transistors technology, you begin applying their affects with the <u>next</u> technology you gain. In other words, their effect does not apply to themselves.

<u>If you have Supercomputer</u>, when completing a research action place one cube in the computing box. If there are now two cubes there, place one on the technology research chart & discard the other.

If you have Silicon Transistors, when completing a research action place an extra cube on the technology research chart. This technology **replaces** the supercomputer ability.

#### 3.4.2. Tech Theft

With each technology fully developed by the USA player, the USA player places one tech theft marker into the tech theft box. When there are two, remove them both and roll to place a tech theft marker on the map [7.2]

#### 3.5. Build Military

- Select any one unit available in your force pool on your player mat to build. See [9.1.1]
- OR place an available army into a civil war which must have your own influence cube and no enemy army. US must add one unrest in the USA. Add one cube on the technology research chart in land/air (green) on a die roll of 3+.

**Note:** armies can be placed into civil wars where the government is not aligned to you through the Aggression action.

**Note:** Only Superpower armies may be built in this way. Other countries' armies only move or enter play through card events.

The free tech cube represents warzones being excellent testing ground for new equipment, tactics, and techniques.

**Example:** The USSR uses its money card to place one army into China, which is in Civil war. A roll is made and on 3+ the Soviets will receive a free cube into land/air (green) technology.

## 3.6. Deploy Nuclear Weapons

With this action, a Superpower may deploy one of their available nuclear weapons markers into an <u>allied</u> country. A Superpower with the atom bomb has one available nuclear weapons marker and receives another two when ICBMs are developed.

Multiple nuclear weapons can be deployed into the same country. Additional details on nuclear weapons can be found in section [8].

Note: In the rules-as-presented, deploying nukes is an option of the investment action. Because investment and deploying nukes had no connection other than being presented in the same action, I have made it a separate action here for clarity.

## 3.7. Conduct an Aggression

#### 3.7.1. Aggression Requirements

The Conventional Balance track may grant the Superpower with advantage (the power with a better army / tech level) the ability to conduct an aggression. The chart also indicates whether the aggressions allowed can be major or minor.

- A minor aggression allows an attack against any
   0 or 1 worth country which is not occupied
- A major aggression allows a roll against <u>any</u> country.

A Superpower may not conduct an aggression in a country that contains an opposing army.

Some cards also grant aggressions, and the US president roll can award them as well. These aggressions are 'free' and do not require a money action.

In both minor and major aggressions, the target country must be adjacent to an allied country or the homeland of the Superpower attacking.

A country in civil war can be a target, as long as it does not contain an opposing army. Resolve as normal and ignore the civil war but do not remove it. It will continue afterwards in the same state as before.

This system represents military action, everything from full scale invasions to political pressure via military exercises. In an aggression, the Superpower is going into the country and "setting up shop". The Superpower installs a government of its type and settles in with an army. The Superpower will still need to work on the people to get their support, which is why aggressions do not add influence to a country.

#### 3.7.2. Resolution

#### 1. Immediate Effects

#### If the USA conducts an Aggression:

Immediately place one unrest if a minor aggression or two unrest if a major aggression in the USA.

The public baulks at a seemingly aggressive US strategy far from home.

#### If the USSR conducts an Aggression:

The Soviet takes two embargo markers and places them in the western trade box if performing a minor aggression or three markers if performing a major aggression. Embargo markers prevent trade while present and may also prevent the use of the Soviet military export card. One embargo marker is removed at the end of each turn.

Additionally, when the USSR conducts an aggression the USA player may make one free *Remove trade item* spy action at no cost right away and without exhausting a spy.

The US initiates sanctions against the Soviets and targets their importation of Western technology in particular.

#### 2. MAD Check

- MAD Roll: If the target country is occupied or has the enemy government colour, roll one die. If the target country has a nuke, roll two dice and take the highest.'
- Check the Nuclear Balance track for the MAD value of the Superpower that matches the current government type of the country being attacked. If the result of the roll meets the MAD range specified (for example, 5+ when Nuclear Balance is even), then the money is wasted, and no aggression takes place. Nuclear brinkmanship has resulted in a standoff and the attacker has backed down. Any unrest or embargo placed is still valid. Note that the Soviets cannot make a MAD roll until they have the atom bomb technology. See [9.1.5] for more explanation of the Nuclear Balance track and Aggressions.

#### 3. Roll Dice

- If the aggression was not ended due to MAD, the attacking Superpower player rolls 2d6 and applies the following using the highest die:
- DRMS: (maximum +/-2)
  - + Aggression modifier of the attacking Superpower
  - -1 per adjacent neighbouring country of 2 worth or more with the enemy government type. (USA, USSR, and China always count as a 2 worth country for this check). If the attacking Superpower has Naval advantage, ignore countries adjacent only by sea for this DRM.
  - -1 if adjacent to target country by sea and attacking Superpower is not naval advantaged.
  - +1 if target country is in civil war.
- After the dice are rolled if the <u>non-aggressor</u>
   Superpower has Naval advantage, they may decide to intervene with naval power. The target country's location relevant to the ocean does not matter. If they intervene, apply an additional -1

to the high die. If this is done, roll another die and add one unrest to the naval advantaged players homeland on a roll of 1, 2 or 3. This represents the opposing Superpower intervening with carrier aircraft, cruise missiles, etc. The unrest caused is due to either excessive use of force or significant naval casualties sustained during the fighting.

#### 4. Resolve Aggression

Resolve the aggression based on the highest modified die roll as shown below:

#### • 1-3: Failure

- Place one unrest in the target country and one in the aggressor's homeland.
- if <u>either</u> die is a modified one, place two unrest in the aggressor's homeland.

#### 4: Political Success

- The aggressor chooses one of these two options:
- A. Shift influence in the country one step towards the aggressor
- B. Add an unrest and a friendly investment in the country.

#### • <u>5: Success</u>

- Place a destruction marker covering the rightmost revealed factory symbol
- Switch the government to that of the aggressor
- Shift influence in the country one step towards the aggressor.
- Place an occupied marker in the target country if not already present
- If the country is in civil war, instead of an occupied marker place an aggressor army into the country. This is the only way to place an army in a civil war where the country is not aligned to your Superpower.

#### • 6+: Blitzkrieg!

Same effects as "Success" above.
 Additionally, the aggressor may immediately perform the same kind of aggression (major/minor) just performed again adjacent to the previous target country. There is no further cost or embargo/unrest, just choose another target and attack again, if able and desired.

**Example:** The Soviet player is at +2 on the

conventional balance track and may resolve a major aggression. This allows the targeting of an occupied country.

Deciding that West Germany is better off communist, World War three begins. The Soviet player places three embargo markers in the Western trade box and the USA player can make a remove trade spy action but there are none to remove.

Since the target is both occupied and democratic, the USA player can make a MAD roll. The US is at +2 on the nuclear balance track and must roll a 3+ to prevent Soviet aggression. The roll is a 1. The USA player wishes they had an intel assessment marker as this would allow a reroll but does not have one.

The Soviet player will roll two dice and apply: +1 for the aggression modifier listed on the conventional balance track. -2 for adjacent worth 2 countries (UK and France). The total is -1 applied to each die.

The die roll is a 5, modified to a 4 resulting in a political success. The USA player has naval advantage and applies a further -1 to the roll. The end result is *failure*. Unrest is placed in West Germany and the USSR. To succeed, the USSR would have to roll a 6.

#### 3.8. Remove Occupation

Either Superpower may remove an occupied marker in a country that Superpower is currently occupying. If the Soviets remove a marker, add one reform cube to the reforms and freedom track.

Removing an occupation immediately reduces the unrest level of a country but makes it more vulnerable if a coup occurs.

## 3.9. Occupy Country (USSR only)

The Soviet player may place an occupied marker into a USSR aligned communist country.

In addition to using the action with a USSR money card, it can also be used immediately <u>after</u> a coup is rolled for, even out of sequence when it is not the Soviet players money card. Take a money owed marker, place the occupied marker, and then resolve the coup, but now resolve it with the occupation in place.

This action may not be used to occupy a country currently in civil war.

If something looks bad, the Soviets can send in the army to make sure the popular vote ends up in their favour. This is a powerful though expensive option.

## 4. Spies

#### 4.1. Spy Usage

Spies are organised and funded by the owning superpower or an allied nation. They have a variety of different actions available and are placed on the map in a specific country when recruited.

They are limited in number. The USA has 6 and the USSR has 8 spies available.

When a red or blue card is drawn, the player whose Superpower matches the colour of the card may exhaust up to two spies and use each to perform a Spy Action. To exhaust a spy, flip it over. The spy cannot act again this turn and will un-flip at the end of the turn.

New spies placed on the map are available to be used right away.

The spies can be used either before or after the card resolution but cannot be split between before and after. A player can decide to use spies after a card is resolved if they did not use spies before the card resolution.

The Soviets have a 'spy advantage' representing their greater reliance on HUMINT (Human Intelligence).

## 4.2. Spy Actions

All spy actions require a successful die roll which is dependent on the type of action. For some actions the number of dice rolled depends on the spy's location relative to the target country. The type of adjacency (land or water) has no effect on this.

When a spy acts, flip it to exhausted. It can do nothing further this turn. All spies unflip at the end of the turn and become available to act again.

## 4.2.1. Suppress Unrest (USSR only)

- Requirements: Target country must be communist
- Roll 2d6 if spy in target country (use highest die result), 1d6 if spy is in adjacent country, Target success number: 5+
- DRM: none
- Results: Remove one unrest if successful

This represents infiltration and propaganda tactics, mass deportations, arrests, and general thuggery.

**Example:** The Soviet player has unrest in the USSR. When a red card is turned over, the player expends one spy in the USSR and rolls two dice, succeeding in removal of one unrest for each 5+. Failing to roll any, the Soviet player expends a spy in Georgia,

which is adjacent to the USSR and rolls again with one die.

#### 4.2.2. Steal Technology (USSR only)

- Requirements: Target country must have a tech theft marker
- Roll 2d6 if spy in target country (use highest die result), 1d6 if spy is in adjacent country, Target success number: 6+
- DRM: +1 if there is any unrest in the target country.
- Results: Each success removes one tech theft
  marker and applies two successes in one category
  toward technology advancement. Only one
  success if applied to computers/industry or
  farming The USA player must already have the
  technology being stolen and is always considered
  to have agricultural technology.

These are massive scale industries requiring huge investment to improve. Simply stealing some useful technology is unlikely to be enough to generate a meaningful gain.

Note that you can *(and should!)* achieve the Soviet five-year plan via tech theft. [6.2.1] If a technology is completely through tech theft, the USSR must still make a technology failure roll (the die symbols) [7.1], if that applies to the stolen tech. Failure rolls <u>do</u> apply so stolen research can still fail.

#### 4.2.3. Secure Secret (USA only)

- Requirements: Target country must have a tech theft marker
- Roll 2d6 if spy in target country (use highest die result), 1d6 if spy is in adjacent country, Target success number: 5+
- DRM: none
- Results: Each success removes one tech theft marker

Western intelligence acts to secure secrets and specialist technology from the Soviets.

#### 4.2.4. Remove Trade Item (USA only)

- Requirements: There is no target country.
   Distance & adjacency is irrelevant.
- Roll 2d6 regardless of spy location, Target success number: 4+ on both dice (25% chance)
- DRM: none
- Results: If successful remove any one item of your choice from the trade display.

**Example:** Early in the turn, a powerful Soviet tech

trade item is on the Western trade display. A US blue card comes out of the deck and the USA player exhausts a spy anywhere on the board to try and remove the marker. If this fails, another spy can be used to try again.

#### 4.2.5. Place Unrest

- Requirements: Target country must not be in civil war
- Roll 2d6 if spy in target country (use highest die result), 1d6 if spy is in adjacent country, Target success number: 6+
- DRM: +1 if target country is worth 0 or 1 and contains any unrest
- Results: Each success places one unrest in the target country. A US spy in the USSR may instead choose to place a reform cube on the reform track

Richer countries have significant police, military and intelligence capabilities and are much harder to subvert.

US placement of cubes onto the reform track represents US jostling of the Soviet leadership on freedom & human rights.

See [5.1] for resolving coups due to placing unrest.

#### 4.2.6. Counterintelligence

- Requirements: Target country cannot have the enemy government type and must contain at least one enemy spy
- Roll 2d6 if spy in target country (use highest die result), 1d6 if spy is in adjacent country, Target success number: 6+
- DRM: +1 if the country has a communist or authoritarian government.
- DRM: +1 if there is more than one enemy spy in the country.
- Results: Each success removes one enemy spy.
   Place each spy removed back in their force pool.

You cannot set up shop in the USSR and go shoot up the Lubyanka, there is too much security to make that viable.

## 5. Coups and Civil Wars

#### **5.1.** Coup

Coups result from card play or from exceeding the Unrest limit needed in a country to cause a coup. A coup starts in Authoritarian countries when they reach two or more unrest. Coups start in Communist

and Democratic countries when they reach three or more unrest. Some countries have an unrest symbol with a number on the map that indicates they require than much unrest for a coup to start. For example, West Germany will only have a coup when it reaches four or more unrest. If a result of card play or other action takes a country to or above the level of unrest required for a coup it is immediately resolved as follows:

## If it is an unoccupied neutral country (no influence present), resolve as follows:

- Remove any government marker (revert to government shown on the map) and set the country to one unrest. Roll one die:
  - 1: Place one US influence
  - 2-4: No effect
  - 5-6: Place one USSR influence

<u>Strategy Note</u>: If an unoccupied neutral country has your government color on the map, but currently has a different color government counter, then a coup is typically good for you since it changes the government back to your color.

## If it is an occupied neutral country (no influence present), resolve as follows:

- Leave the government as is and leave the occupation marker. Roll one die:
  - 1: Place one US influence
  - 2-4: No effect
  - 5-6: Place one USSR influence
- DRM:

USA occupies the country: -1
USSR occupies the country: +1

A neutral country experiencing a coup may slide toward one superpower or the another or may end up with an equally ambivalent ruler.

## If the country is aligned to one of the Superpowers, resolve as follows:

- Determine the Superpower that is supporting the coup. This is the Superpower that does not match the current government in the country. If the country is authoritarian, the player without influence is supporting the coup. The Superpower player supporting the coup rolls 2d6 and resolves based on the highest die roll. The percent chance of each outcome is also shown below for reference.
- 1-3: Country slides into armed conflict (25% chance)
  - If the country is occupied or has a worth of two or more, then set the country to one

unrest, leaving only occupied unrest if present.

 Otherwise, place one civil war marker in the country and cover the rightmost revealed factory symbol with a destruction marker. (If there's only one factory there, it is the rightmost one).

Countries with well-developed militaries and police, or an occupying force will not slide into civil war, which Is why a worth of 2 or more cannot slide into civil war.

- <u>4: Strongman takes power or puppet installed</u> (19% chance)
  - Shift influence one step towards the Superpower supporting the coup
  - Replace the current government with an authoritarian government unless it is an occupied country. If it is occupied, the government is not altered.
  - Set the country to one unrest, leaving only occupied unrest if present.
- <u>5+: Successful Coup or government voted out</u> (56% chance)
  - If the high roll was a 5 (25% chance), shift influence one step towards the Superpower supporting the coup
  - If the high die roll was a 6 (31% chance), shift influence two steps towards the Superpower supporting the coup
  - Replace the current government with the coup winner's government unless it is an occupied country. If it is occupied, the government is not altered.
  - Set the country to one unrest, leaving only occupied unrest if present.

**Example:** The Soviet player places enough unrest via spy activity to cause a coup in Iraq, which is grey (authoritarian) and has one US cube. A coup is resolved there.

The Soviet player rolls two dice, receiving a 5 as the highest roll which is *successful coup*. The blue US cube is removed, and because Iraq is not occupied the government is replaced. Place a wooden red disc to show this. One unrest remains in Iraq.

If the high die had been a 4, the blue cube would still have been removed but the government would not change because Iraq is already authoritarian.

#### 5.2. Civil War

All civil wars are resolved when the <u>second</u> civil war card is revealed.

In a civil war, the Superpower supporting the local government will largely keep what they already have if they win. If the rebels win then all influence flips to the other Superpower because they were supporting the rebels. However, while the new government appreciates the support of the Superpower, hence the Superpower influence, they will institute their own government type, which is always authoritarian.

Neither influence nor unrest can be added to a country in civil war (i.e. with one or more civil war markers).

Army markers represent other countries (USA, USSR, France, etc.) who have sent their armies to support the government or rebels. Civil war markers represent rebel forces.

All civil wars are resolved as follows when the second civil war card of the turn is revealed.

#### 1. Determine Sides

- Country has Red Government: USSR is the government player
- Country has Blue Government: USA is the government player
- Country has Gray Government: Player with influence cubes in country is the government player. If the country is unaligned but occupied, then the Superpower occupying is the government player. If the country is unaligned and unoccupied, then USA is the government player. Note: If the country starts as unoccupied unaligned authoritarian, no side will receive victory progress for winning the civil war.
- Non-government player is the rebel player
- If the country is occupied, remove the occupation marker and place an army of the occupying Superpower.

#### 2. Each Player Rolls

Roll 2 dice + 1 die per friendly army present DRMs (max +3 total)

- +1 DRM per friendly army
- +1 DRM per friendly investment
- +1 DRM if one or more friendly spies present
- +1 DRM for Rebel player only if the civil war has three civil war markers

Each modified 6+ causes one hit.

#### 3. Determine Outcome of Civil War

war...

- a. Remove all investment in the country
- b. If one side has one or more armies in the war, that player may choose now to withdraw all friendly armies from the civil war. Withdrawn Superpower armies return to their force pool. Other country's armies are removed from the game. If armies are withdrawn, reduce the number of opposing side hits by one. This option prevents potential future unrest from casualties suffered. And who knows, with enough investment your proxy might still win the
- c. Regardless of whether or not the armies were withdrawn, for each hit taken by the side with an army, add one unrest to that player's homeland or other country whose army was involved in the civil war (e.g. France). If there is a choice, the opposing player chooses where to place the unrest. Note: If China is in civil war with the Chinese army present, unrest cannot be added to China since no country in civil war can have unrest added to it. The Chinese army still absorbs the opponent's hits.

  The unrest is caused by bodies coming home from the war.
- d. If there was no rebel army in the country at the start of the civil war resolution, then for each hit by the government player, remove one civil war marker. If all civil war markers are removed, the government has won the war.
- e. If there was no government army in the country at the start of civil war resolution, and there is at least one civil war marker remaining, and the rebels scored 1+ hits, the rebels have won the war.
- f. Otherwise, neither side has won the civil war and it will continue next turn when the second civil war card is drawn. If neither side won and the government player scored no hits, add one civil war marker to a maximum of three.

  This indicates the rebel forces growing stronger.

#### 5. Resolve Civil War

a. If the government won, the government type does not change.If the rebels won, set the country's government

to authoritarian. Either remove the government disc if the country's printed colour is gray, or add a gray disc if the country's printed colour is red or blue.

- b. If the country is not already at least aligned with the winner, align the country with the winning Superpower (i.e. add one influence cube if no cubes are present).
- c. Place an occupied marker if one or more armies of the winning side are present (they were not withdrawn). If the government is authoritarian, place a transparent coloured disc on the occupied marker matching the winning Superpower power.
- d. Remove all armies from the country, returning USA/USSR armies to their force pool and removing other country's armies from the game.
- e. Set the country to one unrest (including occupation unrest, if present)
- f. Remove all civil war markers from the country
- g. Winning Superpower gains +1 victory progress and an additional +1 if a winning Superpower army was present.

Exception: If the country started as unoccupied neutral authoritarian (gray government, no influence cubes, and no occupation), then no side receives victory progress.

**Example:** During the second civil war card of the game, we go around the map resolving one by one. Starting at Estonia, we follow the process. The government player is the USSR because Estonia is communist. The USSR rolls three dice because an army is present, and adds +1 for an investment and +1 for the army. The rolls are 3-4-4. With +2 applied that becomes 5-6-6, which is two hits (6+).

The rebel rolls two dice with no modifiers and scores one hit with rolls of 2-6.

The USSR investment is removed.

The USSR chooses to keep its army in Estonia and not withdraw it.

Since the government had two hits, two civil war markers are removed which leaves none remaining. The government has won the civil war. A Soviet (government) army is present and so one unrest is placed in the USSR due to the rebel hit.

Estonia is already aligned (it has one red cube) and unrest will be set to one. Since there was an army present, we remove it and place an occupied marker, which itself counts as one additional unrest.

The USSR receives +2 progress for winning a civil war with a Soviet army present, and the progress track is updated.

If the USSR had decided to withdraw their army, their

unrest would have been reduced by one to zero. There would also be no occupied marker placed in Estonia.

#### 5.2.1.1. Armies

Armies can only be placed on the map in a country in a civil war and are removed when the civil war ends if still in place. These markers represent armed forces supporting either the government or rebels in the war. A country may only contain army markers of the same colour, so there will never be both blue and red armies in the same country. The only way for a country to have two army markers is if one is a superpower army and one is another country's army of the same colour as the superpower.

During the cold war, the US and USSR never inserted both of their armed forces into the same civil war. For example, the USSR sent armed troops into Afghanistan and the US supported the rebels with arms and other support. Likewise, the US sent armed troops into Vietnam, while the USSR supported the Vietcong without sending troops of their own.

Placing an army into a civil war costs one money. Each army provides +1 die roll and +1 DRM. While an army is present, that side is unable to lose the civil war. However, unrest will build up in the country that owns the army, potentially resulting in the army being withdrawn.

A Superpower's army may only be placed in a civil war if the country is aligned with that Superpower. Every time the US places an army, add one unrest to the USA.

The player placing an army rolls 1d6 when doing so. On a 3+, that Superpower gains one free advance in land/air (green) technology.

#### **5.2.1.1.1.** The French Army

The French army begins the game involved in a civil war in Indochina.

It moves from Indochina to Algeria by card play if the civil war erupts there and follows the same rules as a regular army.

Since the French Army is blue, the US may also place an army into the same country (Indochina or Algeria) if the country is aligned with the US.

#### 5.2.1.1.2. The Chinese Army

The Chinese army begins the game off the map but can be placed in China due to the Chinese Civil War card.

Since the Chinese Army is red, the USSR may also place an army into China if China is aligned with the

USSR.

# 6. Additional Superpower Rules

#### 6.1. US Rules

#### 6.1.1. The President

At the end of every turn the USA player must roll two dice and looks up the results on the USA player mat in the top left of the map. The dice are each modified as follows:

#### **USA President DRMs**

- -1 per unrest in USA
- +1 if USA is losing

Count any modified roll of less than 1 as a 1 result and any modified roll of greater than 6 as a 6 result.

Markers are then placed into the relevant boxes on 'The President' display. Each box gives a Presidential ability that can be triggered once during the coming turn during the USA players activity. The USA player may use the ability and remove the disc when desired. It is possible to have two of the same ability based on the die rolls.

During the End of Turn phase, any unused President abilities are lost.

Note that a die can only be rerolled once no matter the mechanism used to re-roll.

#### The President Abilities

- 1. Civil Rights: Remove one unrest from the USA. This may be used as soon as it is rolled.
- 2-3. Economy: Add one to the available debt by moving the debt marker one space to the right. This may be used as soon as it is rolled. [2.3.2.1]
- 4. Containment: Re-roll one US influence roll in a non-Communist country [3.1]
- 5. Trade: Re-roll one US attempt to Improve Trade with the Investment Mini-action (re-roll both dice) [3.2.1.2]
- 6. Intervention: May conduct one Aggression at +0 or as shown on the Conventional Balance track (whichever is best for the USA). This ability may be used to perform either a minor OR major aggression at +0 DRM even if the conventional balance track shows aggressions are not possible by the USA

#### 6.1.1.1. Presidential Assassination

After applying DRMs, if BOTH dice are a 1, 2, or 3 then the President is assassinated. Do not gain the

Presidential abilities indicated by the dice. Instead, immediately add one unrest to the USA. The USA player then rolls one die, applies President DRM as normal, and gains the one ability indicated (when the President is assassinated, only one ability is gained that turn instead of two).

#### 6.1.2. Oil Thirst

Beginning in turn 5, the US must worry about importing enough oil for its growing economy. When the turn 5 card Oil Thirst is drawn, check the oil price on the Soviet Player Board. If it is \$2 or \$3, add one unrest in the USA

Then, the US must count the oil worth of all countries not aligned with the USSR. If this total does not meet or exceed the oil value shown on the turn track, then for each oil that the US is short either move the US debt track one to the left or add two unrest in USA (US player choice).

#### 6.2. USSR Rules

#### 6.2.1. Soviet 5-year plan

At the end of every turn the Soviet player rolls one die and marks the space indicated with a disc.

This is an extra objective that the Soviet player can complete during this turn.

To do so the Soviet must fully develop (mark with a disc) one technology on the indicated technology row. If this happens, remove the disc on the 5-year plan track and add one victory progress for the Soviet player.

Note that codebreaking on the industry tech tree is exempted and cannot be used to achieve the 5-year plan.

Tech theft can be used to achieve the 5-year plan.

Try to achieve your 5-year plan every time. It is a powerful bonus which Is sometimes easy to do. Historically, the real Soviets were not always successful.

#### 6.2.2. Western Trade

The Soviets can trade using oil money or the single military exports card. This allows them to purchase trade items which become available. The Soviets can trade <u>only</u> with oil or the single money/arms marker, not regular money.

The reason for the strict limitation on trading is that Soviet trade relied on barter and the generation of US dollars through trade to purchase goods. They had to sell something, for dollars, in order to buy something with dollars.

Each turn one trade item may become available at the end of the turn. The trade item marker is held in the trade box until purchased at the cost of one money each. Only military export or oil money may be used for this purchase. They cannot be purchased if any embargo markers are in the Western trade box.

#### 6.2.2.1. Effects of Each Trade Marker

<u>Agricultural Trade:</u> Add two farming tech successes when acquired. Seeds, machinery and fertilisers

<u>Oil Industry Trade:</u> Ignores/reduces the cost to put the next triggered Soviet Oil card in play (this is written on that card).

One successful use consumes this item. Keep it somewhere handy until this happens, like the USSR box. *Western drilling and refining technology.* 

<u>Technology Trade:</u> add two successes toward technology advancement of any type but only one success if used for Farming or Industry. *Computers, electronics, and specialised machinery* 

## **6.2.2.2. End of turn Generation of a trade marker** Roll a die:

1-3: Nothing

3: Agricultural Trade

4: Oil Industry Trade

*Technology Trade* 

A -1 is applied while Stalin is alive.

Stalin was not particularly interested in engaging with the West unless necessary (such as in WWII)

A marker which is generated is placed on the Soviet player mat in the Western Trade box. The marker limit for each type is intentionally limited to one. If a generated trade item is already on the mat and is generated again you place nothing.

#### 6.2.3. Soviet Leadership

The Soviet leadership track on the Soviet player mat shows who is running the show in the USSR. At the start of the turn one, it is always Stalin, and Stalin rules until he dies. Once he does die, this track enters play.

To use the track, roll a die and apply any DRM based on the discs current position on the track, then place the disc in the resulting space. Note that the reforms track may also provide a DRM for this roll depending on position. Apply both.

A new leader is rolled for when Stalin dies (this is detailed on his card) and on every even turn (this is

shown on the turn track).

The main effect of leadership determination is the reform value. Stalin has a reform value of 0, while a progressive has a value of 3. The reform value determines the number of cubes added to the reform track during the End of Turn sequence. [11]

**Example:** It is turn 4, and so a leadership roll must be made. A member of the old guard is currently in power. The die is rolled and the result is a 3. Adding +1 is 4, which results in a reformer. The next time this check is made, the reformer will apply -1 to the roll according to that box on the track.

#### 6.2.3.1. The Progressive

A progressive is not allowed at the start of the game. He is unlocked when the position on the freedom & reforms track allows it. (Remove the NO marker).

If a progressive does come into power, all occupations in Soviet aligned or communist governed countries are removed from the map. This is done without any cost.

The Soviet player can also no longer reoccupy countries.

The new leadership abandons the use of force against aligned nations to keep them in line 'the Brezhnev doctrine'.

#### 6.2.4. Soviet Freedom and Reforms

The Soviet freedom and reforms track on the Soviet player mat shows the status of freedom in the USSR.

The game starts with the marker in 'Stalin's cult of personality' and can move to the right throughout the game.

This track is a key item for the Soviet player to keep an eye on. Iinitial reforms, like those made historically by Khrushchev after the Stalin era improve both the lives of the Soviet people and the Soviet image around the world. Later reforms can be dangerous in terms of stability but greatly improve the lives of the people, represented by the granting of hammer and sickle victory markers.

At the end of each turn, the reforms value of the current leader is added to the freedom & reforms track using cubes. One extra cube is added If the Soviet player is winning the game (has more hammer and sickle markers than the USA player has stars).

During the appropriate point of the end of turn sequence, if there are cubes equal to the next spaces' value, move the disc along one box and remove all cubes. This indicates there has been a reform.

But before this happens the Soviet player can take action to prevent a reform: One cube can be removed from the freedom & reforms track by the Soviet player exhausting a spy in the USSR and placing one unrest. Any number of cubes can be removed during a turn or at the end of a turn by doing this while there are spies available to be exhausted.

When the marker moves to the right, implement all the effects noted on the track as follows:

<u>-1 unrest</u>: The Soviet player may remove one unrest anywhere.

<u>Cycle Soviet Diplomacy</u>: Add the card with the same name to the cycle cards. It will enter the game next turn.

<u>X unrest</u>: The **USA player** may place X unrest in the USSR and/or any communist countries adjacent to the Ukraine.

<u>Progressive allowed in power</u>: Remove the NO marker from the leadership track, a progressive can now take power during a leadership change roll.

<u>Leadership + DRM</u>: The highest DRM in force is added to the leadership roll.

Elections and Russian federation are not effects, they just explain what is being represented.

Several spaces have the hammer and sickle notation. Entering one of these spaces grants one hammer and sickle to the Soviet player right away.

Limited reforms are great for the Soviet player. The diplomacy card is powerful and removing Stalin's general rule of terror is a good thing.

Later reforms are more painful, adding unrest and making reformers more likely, but there are several hammer and sickles on the track as well. So, it's possible to win the game by reforming the Soviet Union (assuming you can hold it together while that happens).

## 7. Technology

## 7.1. Technology Development

## 7.1.1. Obtaining and Tracking Technologies

Both sides track their technological advancements on the technology research chart. Each advancement provides the bonus listed on the chart and is only effective once fully researched.

To place a cube, you must have fully researched the previous technology on the row. Some technologies

also open additional research, this is shown with arrows. Arrows are always prerequisites. If a technology has an arrow pointing to it, you must have fully researched the technology where the arrow starts to begin researching the technology where the arrow ends.

A technology is fully researched when you have cubes in the space equal to the number on the top of the chart immediately above the technology.

When you have fully researched a technology, remove the cubes, and replace with a disc in your colour, then claim all the benefits that technology grants. Equally, if an effect causes you to lose research, a disc may be converted into cubes so that cubes can be removed in the reverse manner.

Discs show that a technology is completed, whereas cubes show a technology in development and not yet complete.

In addition to the research cubes required, **Moon Base** costs three money to make active. Place a disc when researched (removing the cubes) and track money spent with cubes, receiving the award once the full amount has been spent.

A moon base would have been tremendously expensive, but it's a moon base. Who doesn't want to win the game by colonising the moon!?

One MIRV weapon starts play on the *automation* and machining technology. It is only added to the force pool once the MIRV technology is itself researched.

#### 7.1.2. Technology Failures

Several technologies have a die symbol near to them. When one of these techs would be fully researched, roll one die. If the die roll is in the indicated range, you do not gain the technology and you lose one accumulated research in that technology. In other words, remove the cube you just placed.

## 7.1.3. "First Only" Technologies

Some technologies are marked as *first only*. Only the first player to research such a technology receives the reward.

#### 7.1.4. Repeatable and Lapsing Technologies

Some technologies are marked with a repeatable icon. When fully researched, gain the indicated bonus and remove all cubes - this technology can be researched again.

One technology (codebreaking) is noted as lapsing at

turn end. At the end of every turn, any discs on this technology are removed & the tech may be researched again.

Enemy codes change. Your cryptographers will have to break the new codes to gain advantage.

#### 7.1.5. Interceptor Rolls

The Soviet player receives one die roll when fully researching land/air technology. This is referred to as an interceptor roll. One die is rolled and on a result of 5 or 6, one US bomber is removed from the game.

This is a representation of the historically significant role the Soviets gave to interceptors. Even to the present day the Soviets have a fascination with interceptor aircraft.

#### 7.1.6. Technology Victory Progress

Several spaces have the hammer and sickle / star notation - fully researching one of these spaces grants one hammer and sickle to the achieving player right away. If the space is vacated for any reason the hammer and sickle / star is lost [10]

#### 7.1.7. Strategic Weapon Technologies

When completing a strategic weapon technology (bombers, ICBMs, SLBMs, MIRVs, mobile missiles, and bunkers), move all of the markers for that counter to your force pool. They are now available to build with the build with the Build Military action. The one exception is MIRV. When MIRV and Mobile Missiles are researched, the Superpower gains all but one of their MIRV markers. The remaining marker requires Automation and Machining to move it to the force pool.

### 7.2. Tech Theft

Tech Theft represents the USSR stealing technology from the USA and its allies. Tech theft markers are placed on the map through the USA completing technology research and possibly during the end of turn sequence.

One tech theft marker is placed into the tech theft box for each US technology <u>fully researched</u>. When there are two in the box, remove both markers and roll on the tech theft table on the Soviet playmat to see if a tech theft marker is placed on the map.

Additionally, at the end of each turn, roll one die to see if a tech theft marker is placed on the map In either case, place tech theft markers on the map as follows (Soviet player chooses if there is a choice of location). Except for the USA, a maximum of two tech theft markers can be in any given country at one

time. If a tech theft marker is not placeable, such as when there are already two markers in a country, don't place the marker and do not re-roll.

1-2: Do not place a tech theft marker on the map

3: Japan, South Korea, or Saudi Arabia

4: Canada, UK, or Germany

5: Italy, France, or Australia

6: USA

This represents a more open scientific community, accustomed to sharing data and therefore easier to steal from

## 8. Nuclear Weapons

## 8.1. Deploying Nuclear Weapons

Either player may choose to deploy one of their available nuclear weapons markers into an allied country. A player with the atom bomb has one available marker and receives another two when ICBMs are developed.

This placement is done using the Deploy Nuclear Weapons action. To deploy nuclear weapons to a country, that country must be allied to the Superpower placing the nukes.

Additionally, when a country develops its own nuclear weapons, place a **nuclear weapons** marker with the appropriate flag.

Multiple nuclear weapons can be deployed into the same country.

# 8.2. Effect of deploying nuclear weapons

All the effects below apply to Superpower nuclear weapons. Only Assured Destruction applies to nuclear weapons markers with a flag.

#### 8.2.1. Assured Destruction

If a country with one or more nuclear weapons markers is targeted for aggression, two dice are rolled for the MAD roll to prevent aggression. Note: this applies to both Superpower nuclear weapons as well as nuclear weapons owned by other countries (markers with a flag).

#### 8.2.2. First Strike

If a Superpower nuclear weapon is placed within two spaces of the enemy homeland, add one unrest to the enemy homeland at the end of **each** turn.

Once <u>your power</u> develops the SLBM technology, no more unrest can be placed on your homeland from this rule.

SLBM: Submarine Launched Ballistic Missiles. Once you have these, you have nukes in first strike or at least retaliatory positions all the time, so you no longer worry about enemy missiles so much.

#### **8.2.3.** Capture

If a country with Superpower nuclear weapons switches to the enemy government, the weapons are removed, and one of the capturing players' influence can be placed within two spaces of the country (only one no matter how many are removed). Any removed weapon markers are removed from the game.

#### 8.2.4. Agreement

If both players have nuclear weapons which would cause unrest placement, they <u>must</u> be removed on a one for one basis before any unrest is placed. (Even if one or both players have SLBM technology). Removed weapons are removed from the game.

Nuclear weapons can be deployed to allied countries to ensure they are not interfered with by the enemy superpower. This was generally used as a defensive measure, but it looks extremely hostile to the other side.

**Example:** The US could place an investment in West Germany but instead decides to deploy a nuclear weapons marker.

This will protect West Germany if it is attacked. Also, because West Germany is within two spaces of the USSR (via Sweden) one unrest will be added to the Soviet homeland at the end of every turn until the Soviets develop the SLBM technology.

In a later part of the turn, the Soviets deploy nuclear weapons into Cuba and both sides reach an agreement to withdraw their weapons.

## 9. Strategic Outlook Tracks

The position of your power marker on the tracks shows your capabilities:

Your position on the conventional balance track indicates if you can attack other countries, and with what modifier.

The key bit here is major or minor, which determines where you can attack, and any DRM (Die Roll Modifier) that applies.

However, a high opponent level on the nuclear balance track prevents enemy-aligned countries from being attacked.

The MAD (Mutually Assured Destruction) value on the nuclear track shows the roll needed to prevent an

#### enemy attack.

The naval track gives differing advantages depending on your position upon it.

Your place on the intelligence track indicates the number of rerolls you have throughout the turn.

#### 9.1. Nuclear Balance

#### 9.1.1. Building Strategic Weapons

There are several types of military units which can be built during the game using the Build Military action. Armies are useful only during civil wars. [5.2.1.1] All other units are strategic weapons which affect the nuclear balance- their primary function in the game.

Units can only be built when in a Superpower force pool. Many units do not start the game in the force pool and must have the prerequisite technology researched before they can be constructed.

Every unit costs one money, spent by performing the Build Military action.

#### 9.1.2. Duck and Cover? - Bunkers

A bunker does not count as a unique unit type. Its only function is to cancel an enemy unit, so the only point in building it is to cancel an enemy weapon. To place the bunker marker into your force pool, spend one research cube obtained from a Research action, computer effect, or card event. The bunker can then be constructed using the Build Military action. Once a bunker has been constructed, place it back into the bunker box. You can now research and build it again.

When a bunker is constructed, one unrest may be removed from the homeland of the builder.

You must go and scout out sites, plan the facilities, research the right mining equipment and so on. Both sides spent quite a lot of time and effort on this dubiously useful idea. Still, probably best not to allow a mineshaft gap.

#### 9.1.3. Cancelling Strategic Weapons

When a unit is built, it **may** immediately cancel an eligible enemy unit in the strategic weapons box according to the following rules.

The builder of the unit chooses whether this applies or not and chooses which enemy unit is cancelled where there is a choice.

- Bomber cancels bomber
- ICBM cancels ICBM or bomber
- SLBM cancels SLBM, ICBM or bomber
- MIRV cancels MIRV

- Mobile missile cancels mobile missile
- Bunker cancels any
- Stealth Aircraft cannot be cancelled
- The UK Nukes marker can be cancelled and removed as though it is a bomber.

ICBM: Intercontinental Ballistic Missile SLBM: Submarine Launched Ballistic Missile

MIRV: Multiple Independent Re-entry Vehicles (a missile with many warheads)

Units which are removed by cancellation or by technical advance are **removed from the game**. Units removed by technical advance are chosen by the advancing player. Units can be removed from the force pool or even be removed before they can be built due to technology restriction.

#### 9.1.4. Adjusting the Nuclear Balance

A unit which is built either cancels an enemy unit or is placed into the strategic weapon box. Then the nuclear balance is calculated as follows:

2 for each bomber

plus

1 for each other unit

#### Bombers are more accurate than any missile

Both sides perform this calculation removing one total from the other to calculate the position on the nuclear balance track.

When the nuclear balance marker advances into or through a space with an unrest symbol, the relevant number of unrest markers are placed on the enemy homeland. Only count symbols when your strategic balance position moves left for the US or right for the Soviets (i.e.: only when your strategic situation improves). Unrest is not removed when moving in the other direction.

When the nuclear balance marker advances into the +3 US space from the right, the US gains a star. When the nuclear balance marker advances into the +3 USSR space from the left, the USSR gains a H&S. If the marker moves back to either +2 space, the USA or USSR loses the star or H&S.

The Soviet will likely find technology progression limiting your ability to construct strategic weapons. This is intentional and is a key part of the arms race. Beware the mid-game US B-52's and look for ways to counteract the problem!

**Example:** The USA player has two bombers in the strategic weapons box for a total of +4 US nuclear balance (2 for each bomber).

The Soviet player builds an ICBM and can either cancel a bomber or just place it into the weapons box. The latter is chosen.

The balance is now +3 US nuclear balance.

#### 9.1.5. Aggression Limitations and MAD

The marker on the Nuclear Balance track determines the chance that an aggressor will back down due to the nuclear capability of the enemy Superpower.

The values on the Nuclear Balance track, Auto/6, 2+/6, 3+/6, 4+/6 and 5+ are the MAD values. The first number is the value of the advantaged player (the player who's colour matches the current box of the track). The second number is the MAD value of the disadvantaged player. At neutral, both players have a 5+ chance to prevent aggression.

#### 9.2. Conventional Balance

The Conventional Balance track shows which Superpower has advantage in conventional (non-nuclear) arms. This determines which Superpower can conduct aggressions and whether they can be major or minor [3.7].

The Conventional Balance track is adjusted by Superpowers researching various technologies and by The Red Army card event.

#### 9.3. Naval Balance

The Naval Balance track shows which Superpower has advantage in naval weapons and control of the seas. Advantage in Naval Balance can affect the Intelligence Assessment and Nuclear Balance tracks. It can also affect die rolls during an aggression [3.7].

Naval Balance is adjusted by Superpowers researching various technologies and by the USSR control of Waterways.

#### 9.3.1. Waterways

These represent the strategic waterways of Panama, Suez, and the Dardanelles, in the countries

Costa Rica, Egypt, and Turkey. This is indicated with an icon of a carrier on the country.

For each of these countries that is Soviet aligned and has a communist government, (red cube and red government) move the naval balance track one place in favour of the Soviet player.

Adjust this whenever it happens. The maximum is therefore three naval balance adjustments by Soviet ownership of all three locations.

## 9.4. Intelligence Assessment

#### 9.4.1. Intel Assessment Rules-as-printed

Every time a game effect or card alters one sides intel assessment value, move that sides' marker up one box on the track. If you can't move up any further, move the other side down on the track. The important thing is the differential between the US and Soviet markers - If one side's marker is in a higher box then that side may claim a re-roll of any one die for each box higher. Take one reroll marker for each box as soon as it is earned, and equally lose one if the other player catches up during the turn.

Any <u>one</u> die may be re-rolled except for die rolls made during the end of turn phase. This includes opponent die rolls.

Note that a die can only be rerolled once no matter the mechanism used to allow the re-roll.

Once used, a re-roll is returned to the re-roll box and allocation will be determined again at the end of the turn. (you lose them all at the end of a turn and then check to see what you get).

This simple rule accounts for one of the superpowers knowing a little bit more about what is going on than the other side. It can be powerful, offsetting a bad event or allowing a failed aggression to be re-rolled for example.

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#### 9.4.2. Intel Assessment Alternate Rules

#### 9.4.2.1. Overview

This alternate version of the Intelligence Assessment rule is included as an Optional set of rules that completely replaces the rules in [9.4.1]. I find the original rules to be a bit cumbersome and I'm not happy with the way the intel advantage was changing mid-turn but not affecting the available rerolls if one player already used theirs. I also think it makes more sense for Intel Assessment to use the same type of tracker as the other Strategic tracks, instead of separate US/USSR tracks since all that matters is the difference between the two tracks.

#### 9.4.2.2. Intel Assessment Track

Instead of using the Intelligence Assessment trackers on the board, track Intel Assessment status on the Nuclear Balance track using an Intel Assessment marker. Anytime the USSR gains on the intel track, move the marker to the right. When the US gains on the intel track, move the marker to the left. The marker cannot move past +4 for either Superpower.

The Nuclear Balance track is used simply because it goes from +4 US to +4 USSR. Four re-roll markers is the most that could be gained in the rules-asprinted, if one Superpower is in the 1 space and the other is in the 5 space on the Intel Assessment Track.

Alternately, there is a replacement Strategic Outlook Tracks file available on boardgamegeek.com that includes the updated version of the Intelligence Balance track.

#### 9.4.2.3. Gaining Intel Assessment Re-rolls

During the end of turn phase, each player first discards all unused re-roll markers in their possession. Then, give a number of re-roll markers to the Superpower with Intel advantage based on the position on the Intel Assessment track (+1, +2, +3, or +4). For example, if the Intel Assessment marker is in the Soviet +2 box then the Soviet player receives two re-roll markers. If the Intel Assessment marker is in the middle box, then neither player receives any re-rolls that turn.

Note: The only time that re-roll markers are gained is during the end of turn phase. The Intel Assessment marker will move left and right on the track throughout each turn, but the amount of re-roll markers each Superpower has is not adjusted until the turn is over.

#### 9.4.3. Geographical Objectives

Several countries are printed with either a star or a hammer and sickle icon. These countries are adjacent to the indicated superpower.

If an indicated country becomes allied to the enemy Superpower then the enemy Superpower moves the intel assessment track one space in their direction. [9.4] The geographic objective markers can be used as a reminder near the intelligence assessment track to note that a Superpower has allied with one of those countries.

The country is used as an intelligence gathering base.

If the country is marked with a hammer and sickle, also add one reform cube to the Soviet reform track every turn-end.

Proximity to wealthy capitalist nations illustrates the better standard of living, and the capitalists will not be shy about showing it off...

## **10. Victory Progress**

## 10.1. Victory Progress Tracks

Whenever victory progress is gained or lost, adjust

your Victory Progress Track to the right or left. If your marker arrives at the end of your track, take a star or hammer and sickle marker, and place the marker back at the start of the track.

If it gets to the start of the track and you need to lose more, lose one hammer and sickle or star marker you have and place the marker one box from the end of the track. If you have no markers, give the enemy one of their markers instead.

#### 10.2. Allied Economic Worth

The primary aim of the game is to ally the economically powerful countries (those with more factory symbols) to your Superpower.

Each country's economic worth is its value for victory purposes. To be counted the country must be allied to your Superpower and not in civil war. Adjust the Superpower victory tracks as countries become allied, stop being allied, or enter a civil war.

**Example:** The USA player is on space 4 on the victory progress track. A two worth country is gained. The track moves up to space 6, which is the star space. The USA player takes one star marker and sets the track position to 0. Later, the USA player loses a one worth country. The track is placed into box 5 (one box from the end of the track) and the USA player loses a star marker.

## 10.3. Other Ways to Earn VP

Stars/H&S can also be earned via:

- Research: moon landing and moon base, and the Soviet-only agricultural self-sufficiency. (3, one is Soviet only)
- Reforms for the Soviet player (up to four)
- US Debt (1 each possible, but only one at once) and via reaching the end of the nuclear balance track (1)

Each of these awards the achieving player one hammer and sickle or star meeple.

## 10.4. Evening Up

At the end of each turn both players discard one star for one hammer and sickle one at a time until one player has only one left, and then stop. This is to keep the number of markers in play low and to see easily who is winning.

## 10.5. Determining the Winner

**Sudden Death**: The number of hammer and sickle or star markers are used for victory. If you have three markers **more** than the enemy player then you win a

decisive victory at the end of the turn. But neither side can win the game until the end of turn 4.

End of the Game: At the end of turn nine, the player with the most hammer and sickle or stars wins the game. The position of the progress markers is not relevant, only the number of hammer and sickle or star markers. If there are no victory markers at the end of turn 9 (the Superpowers are tied for victory), then the game is a tie. Progress towards a new marker does not count for tie-breaking.

If you win by having one more marker, it is a minor victory. If you win by having two or more markers, it is a major victory.

## 11. End of Turn Sequence

At the end of each turn, follow this sequence to setup the game for the next turn:

- Move the turn marker to the next turn and reset the civil war helper track. Note: This means that it is now the following turn for the possible Soviet leadership change.
- 'Even up' and check to see if one player won the game by having three more H&S / Star markers.
   You cannot win before the end of turn 4. [10.4]
- Soviet roll for the 5 year plan. [6.2.1]
- Soviet roll for a new trade item. [6.2.2.2]
- Soviet roll for a new tech theft. [7.2]
- Soviet roll for leadership change. (even turns only) [6.2.3]
- Soviet add reform cubes to the freedom & reforms track according to the current leader, +1 if winning the game and +1 per democratic and blue aligned nation marked with a hammer and sickle. [6.2.4] Check to see if a reform takes place. If it would, the Soviet player may exhaust spies in the USSR to prevent.
- Remove one embargo marker from the western trade box if any are present.
- US roll for the president. [6.1.1]
- US move the debt track marker one space to the right. [2.3.2.1]
- Flip all spies to unused. [4]
- Check for First Strike capability: Add one unrest for each enemy Superpower nuclear weapon within two of your homeland if you do not have the SLBM technology. Exception: North Korea is not considered within two spaces of the USA in this case. Note: nuke markers with a flag do not

- count for First Strike. [8.2.2]
- Remove discs on codebreaking.
- Discard all intelligence assessment re-roll markers and collect new ones if one side is advantaged. [9.4.2.3]
- Apply a tech cube for Mainframe Computer, if researched [3.4.1]
- Reset the Civil War tracker to No Civil War Cards
- Take the discard pile of cycle cards, add the new cards for this turn.
- Check Soviet Oil Sales: Refer to Oil Production track on Soviet Player Board and add Oil Production cards as indicated. [2.3.2.4]
- Shuffle the deck and turn one over to start the next turn.

# 12. Miscellaneous Clarifications

#### **12.1.** Cards

- "Remove 1 Unrest anywhere": This statement means to remove a red Unrest marker. You <u>cannot</u> remove a yellow Occupation marker instead.
- Arms Limitation Talks: The 3+ result should read "The side with nuclear balance advantage (if any) gains +1 progress, and may build only one strategic weapon this turn unless the strategic nuclear balance moves to neutral, which removes this restriction."
- Chinese Peace: Add the following to the end of the 5-6 result: "Remove all civil war markers. Remove armies. Place occupation if an army was present."
- Italian Communism: "Both players (USSR First)
  may add one to their roll for each investment
  removed in Italy". Each player may only remove
  their own investments, not their opponents.
- Sino-Soviet Border War: Replace 5-6 result with the following: "If China does not have nuclear weapons, Soviets may make a free aggression roll. The only modifier is the Soviet aggression bonus on the conventional balance track. Naval advantage does not affect this roll. If result is Success or Blitzkrieg, the following occurs instead of the usual Success/Blitzkrieg results: Manchuria is occupied by USSR place an extra factory in the USSR using the marker for this event & remove

- all Soviet influence in China. Embargos do not occur due to this card. If result is 1-4, apply aggression effects as usual. If Soviets choose not to attack, peace talks calm the situation.
- The Red Army: "...or gain \$1 (place into the deck) per space the track is decreased." If the Soviets choose to gain money, add Reparation money cards to the deck (or use the Red Army money cards that Kevin Rohrer created in the BGG files section). The amount of times the Soviet player can decrease the Conventional balance track is limited by the number of Reparation or Red Army money cards available.

## 12.2. Technologies

Automation and Machining: Although "+1
 MIRV" is shown in a separate box under this
 technology, it is simply a note of what happens
 when a Superpower acquires Automation and
 Machining. MIRV and Mobile Missiles
 technology is not a requirement of Automation
 and Machining. If Automation and Machining is
 acquired prior to MIRV technology, the
 Superpower gains the one MIRV marker to their
 force pool but cannot build it until acquiring the
 MIRV technology.

#### 12.3. Markers

 Nuclear Tech marker: This marker can be placed in the UK through the Atomic Energy Act card. The "+2 UK Nukes" on the marker means that if the marker is in the UK when the UK Nuclear Bomb card is drawn, +2 is added to the roll.